Student's Name/Initials	1	Date	Teacher's Initials	Date
	EARLY CH	HILDHOOD EDUCATION 2		
are not intended to represent the	e traditional school grading	system of	_	on for each of the competencies listed
PERFORMANCE RATING			COGNITIVE	RATING
3 - <u>Skilled</u> can perform task independently with no 2 - <u>Moderately skilled</u> can perform task completel 1 - <u>Limitedly skilled</u> requires instruction and close N - <u>No exposure</u> has no experience or knowledge	y with limited supervision supervision	2 - <u>Moderate</u> 1 - <u>Limited k</u>	geablecan apply the conce bly knowledgeableundersta nowledgerequires addition surehas not received instru	ands the concept all instruction
A. CAREER PATHS 3 2 1 N	D. SAFE A ENVIRO	active play. Incorporate technology in the thematic unit. Implement developmentally appropriate lessons. AND HEALTHY LEARNING DNMENT Plan learning environments according to state and federal guidelines. Guide learning activities according to state and federal guidelines. Apply USDA guidelines to meals an snacks. Demonstrate skills required for CPR and first aid certification. Demonstrate procedures to follow in cases of illness. Identify improper practices that lead to injury, accidents, and death. Formulate a plan for emergency procedures. Demonstrate procedure to follow in the case of illness.	3 2 1 N — — — 1 — — — 2 — — — 3 — — — 4 — — — 5 d — — — 6 R F. PRO SKII 3 2 1 N — — — 1	Demonstrate verbal, nonverbal, and written communication skills. Use negotiation strategies in reallife situations with peers and children. Apply problem-solving strategies. Create team-building activities with peers and children. Design a technology-based resource of community services for children and families. Disseminate a technology-based resource of community services for children and families. DFESSIONAL EMPLOYMENT LLS Critique skills and procedures for seeking employment.
3 2 1 N	ı	reporting cases of child abuse and neglect.		
1. Create a developmentally appropriate thematic unit integrating				

art, music and movement, language

arts, dramatic play, math/manipulative play, discovery/science, computer